

[24/06/22][03:42:16] -

Title: Those Who Made This World

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*The tome before you
glows with a faint
purplish hue. The cries
and screams of lost souls
emanates from it, filling
you with a sense of
dread and despair.*

[OOC - Here stands
Golgotha, the Tower of
Skulls. The original
structure stood from
1998 until the summer of
2003. This structure is
a recreation built in 2012
on nearly the exact same
spot. Golgotha served as
both the headquarters of
the Order of the Ebon
Skull and the central
building of the player city
of Caina. Caina, at its
peak, covered the entire
northern and northeastern
area of Dagger Isle. A
player-run city that
catered to the Order of
the Ebon Skull and the
Shadow Conclave guilds,
Caina was an important
Atlantic establishment for
the role-playing community
until it was abandoned in
mid 2003. Several player
events, such as the
weekly Black Mass, the
Battle of Aleph Aeirs's
soul, and many others
took place in Caina over
the course of the years
in which it served as a
vibrant and important
player city on the
Atlantic shard.

The original Order of the
Ebon Skull and Caina
could not have been
possible without its
driving force - Azalin,
Lich Lord of OES -
whose vision made OES
one of the most

successful role-playing
guilds in UO's history.
Numerous others
contributed to making
Caina a thriving city -
some, but certainly not
all, include: Bal-Anon Dak,
Azrael, Treadeau Du'Rome,
Alucard (who served as
Mayor of Caina for
several years)
Mesostophilis, Gath of
Baal, Navrip Freemech,
Kryste, Jadis, Rune
Artisem, Lucas,
Dealthagar, Dryzzid,
Nas'Rath, Xavori, Shadow,
Gloomshade, Lynne
Darkthorne, Beleth, Alarin,
and Keaira. Guilds outside
of the Order of the
Ebon Skull that either
made Caina their home or
had a physical presence
here at some point
include: the Stormreaver
Orc Clan, the Holy
Disciples of Darkness, the
Handmaidens of Lilith,
Clan Ne'Sveti, Citizens of
Caina, the Society of
Arcane Shadows, and the
Church of Pendragon.

Etheng!]